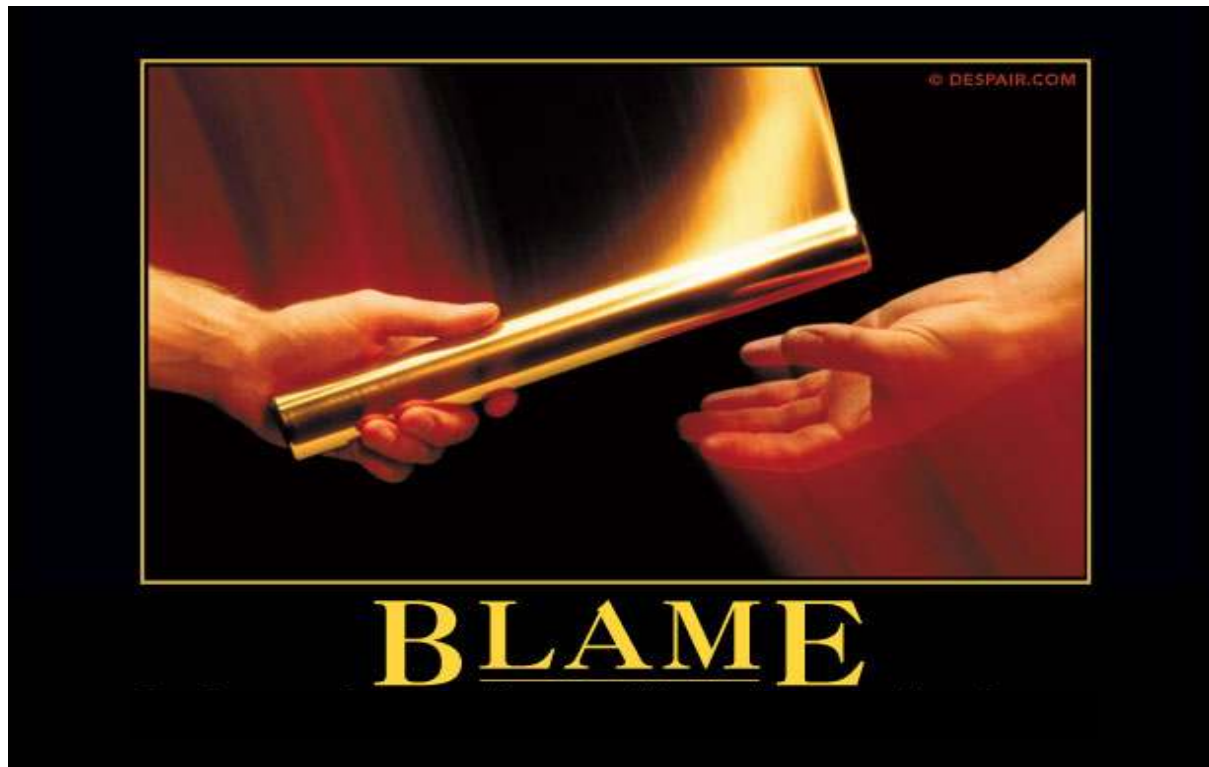


# Avoiding Performance SRs



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# Agenda

- Premise
- Overview of RMF and the Spreadsheet Reporter
  - As a means of visualizing z/OS performance problems
- CPU and WLM Concerns
- I/O and DASD Subsystem
- MEMU2 – Real and Virtual Storage Analysis
- Class 3 Suspense Time
- Resources



## Premise

- Holistic approach → top down = RMF → SMF → Traces/Dumps
  - If SWAT team or L2 performance team is involved this is where we start
  - Get the big picture then drive to root cause
  - Often problems are fleeting and require an understanding of the entire environment
- If there is a perceived DB2 subsystem, or data sharing group performance issue
  - Rule out Sysplex/ CF/ CEC/ LPAR constraints first
- If there is a workload or period of the day suffering
  - WLM/ CPU constraint / DB2 internals
- If there is a single job, or group of transactions suffering
  - Object contention
  - Access path or DB2 component
  - Storage subsystem



# RMF Spreadsheet Reporter

- ... A tool to create, post-process and analyze RMF (Resource Measurement Facility) reports in the form of Excel Spreadsheets: a graph is worth a 1,000 words, especially if it has **Red** in it
- SMF (System Management Facility) records you need: reports can be run from tool, or MVS then pulled down and post-processed
  - **70-1: % CPU, zIIP busy, weightings, number of MSU's consumed, WLM capping, physical and logical busy**
  - 70-2: crypto HW busy
  - 71: paging activity
  - **72-3: workload activity**
  - 73: channel path activity
  - **74-1: device activity**
  - **74-4: coupling facility**
  - 74-5: cache activity
  - 74-8: disc systems
  - 75: page data sets
  - 78-2: virtual storage
  - 78-3: I/O Queueing



## Tools

Overview

Product Information

Newsletters

Resources

Library

**Tools**

Presentation

On this page the RMF development group provides a number of tools to complement the RMF product. If you have trouble downloading the tools directly from this page, follow the instructions to do a [direct FTP download](#).

**Page last updated:** September 01, 2011

↓ General download and installation instructions

↓ RMF Postprocessor XML Toolkit Version 1 for Windows

↓ **RMF Spreadsheet Reporter Version 5 for Windows**

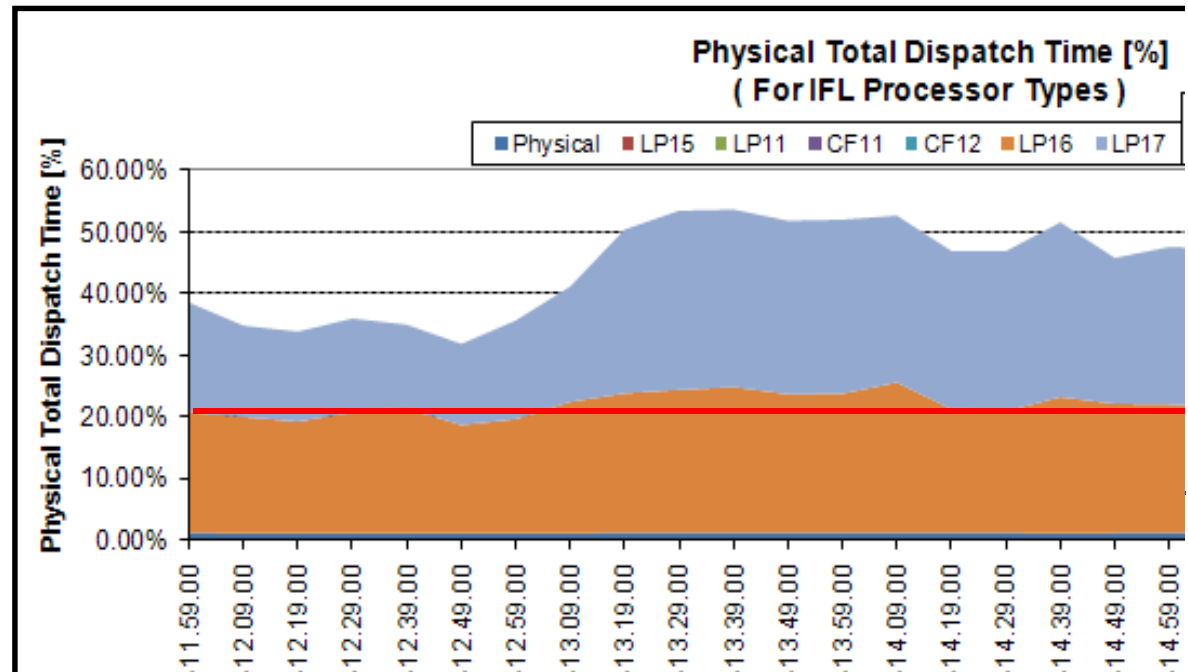
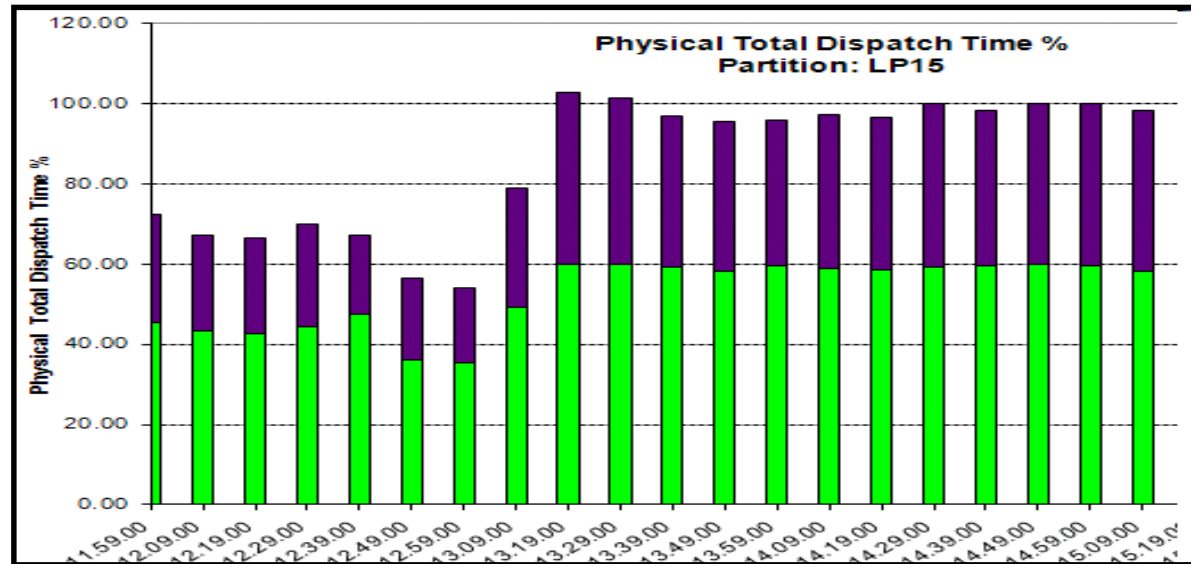
↓ RMF PM Java™ Technology Edition to monitor z/OS sysplexes

↓ RMF PM Java Technology Edition with additional support to monitor Linux® enterprise servers



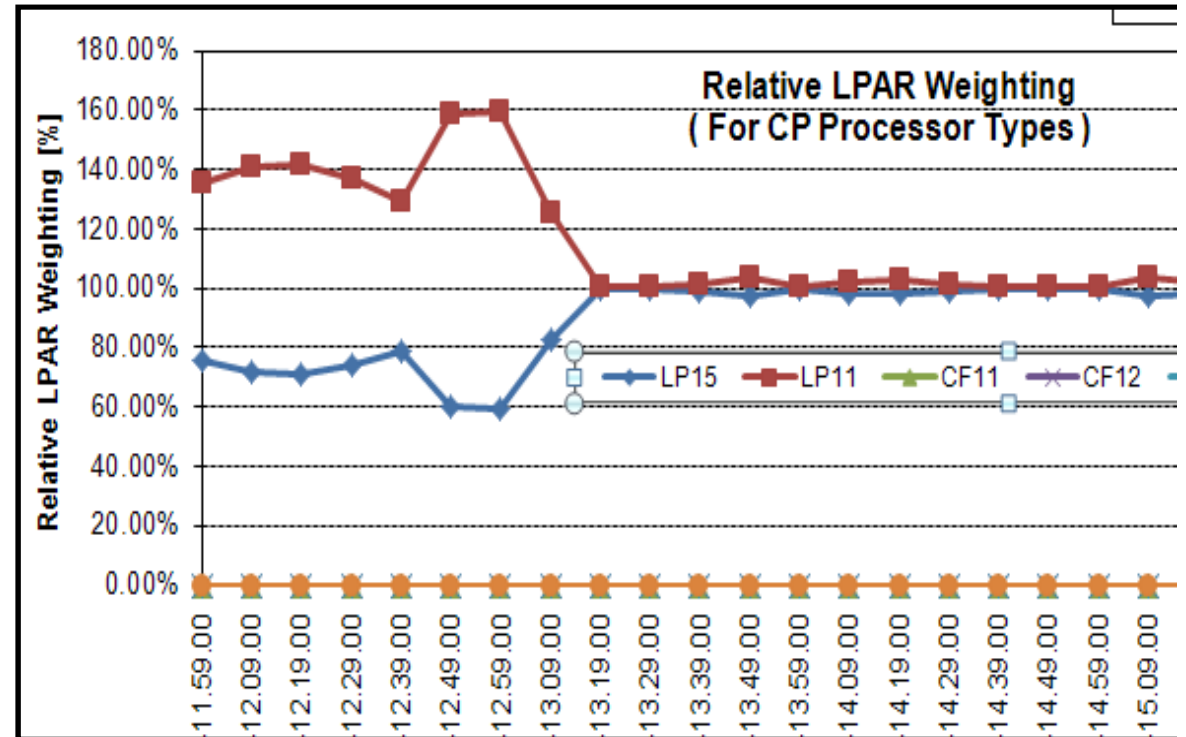
# RMF Reports - CPU

- LPAR Trend report
  - REPORTS(CPU)
- Can see stacked picture of single LPAR (GP/zIIP/IFL)
  - This is useful to get an idea of the CEC utilization across processors
- Look at CEC's CPU trend over the time period with GP and specialty engines
  - You can superimpose the max CPU % the LPAR will achieve based on weightings
  - Also see entire CEC saturation



## RMF Reports - CPU

- LPAR Trend report
  - REPORTS(CPU)
- Can see relative weights between LPARs to determine if one is exceeding its share
  - i.e. who will be punished when a CPU constraint occurs



Weight				Average Processor Utilization				
Percent		% of CEC		< Logical Processor % >		< Physical Processors % >		
Actual	of Total	Guaranteed	Max	Effective	LPARMgmt	Effective	LPARMgmt	of Weight
600	60.0	60.0	100.0	58.66	0.12	58.66	0.13	98%
400	40.0	40.0	100.0	40.97	0.02	40.97	0.02	102%

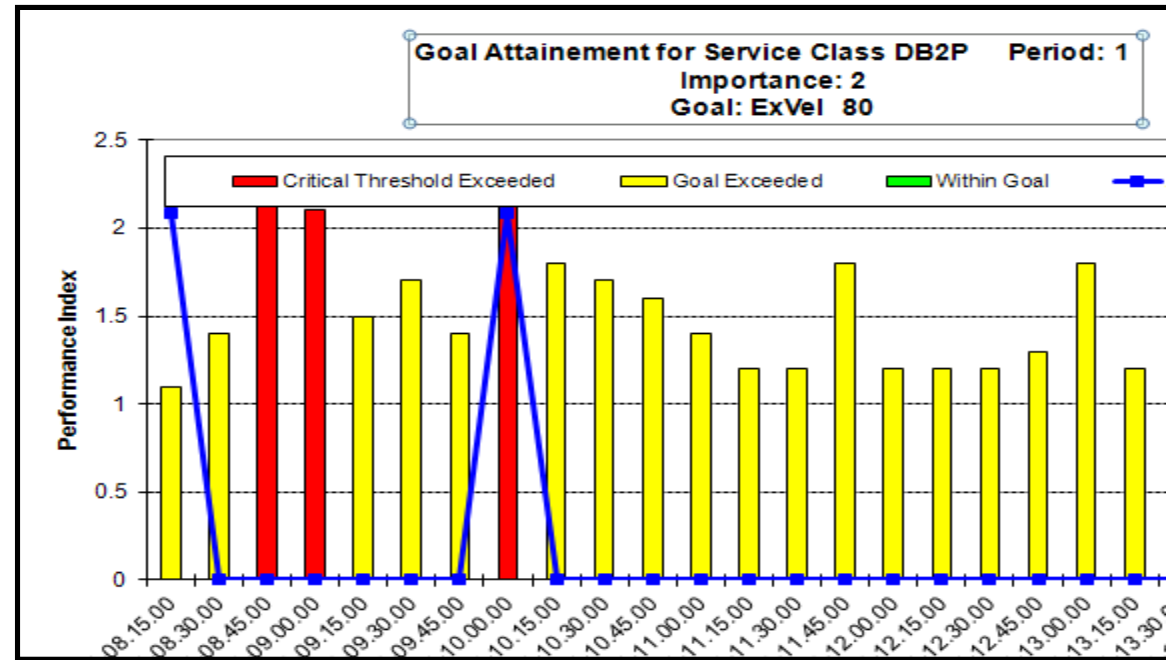
# RMF Reports - WLM

- WLM activity report

SYSRPTS(WLMGL(POLICY,WGROUP,SCLASS,SCPER,RCLASS,RCPER,SYSNAM(SWCN)))

- Look at all service classes during a certain interval or 1 class over the course of several intervals

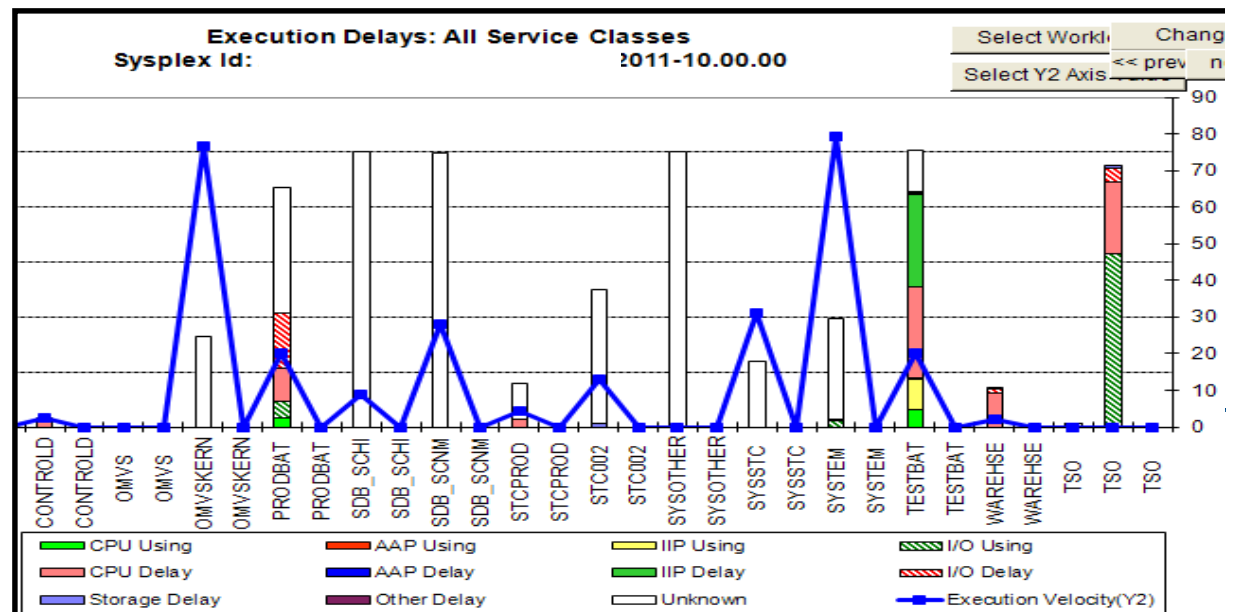
- Yellow missed its goal, Red is a PI of >2



- See reason for delays across all service classes in an interval

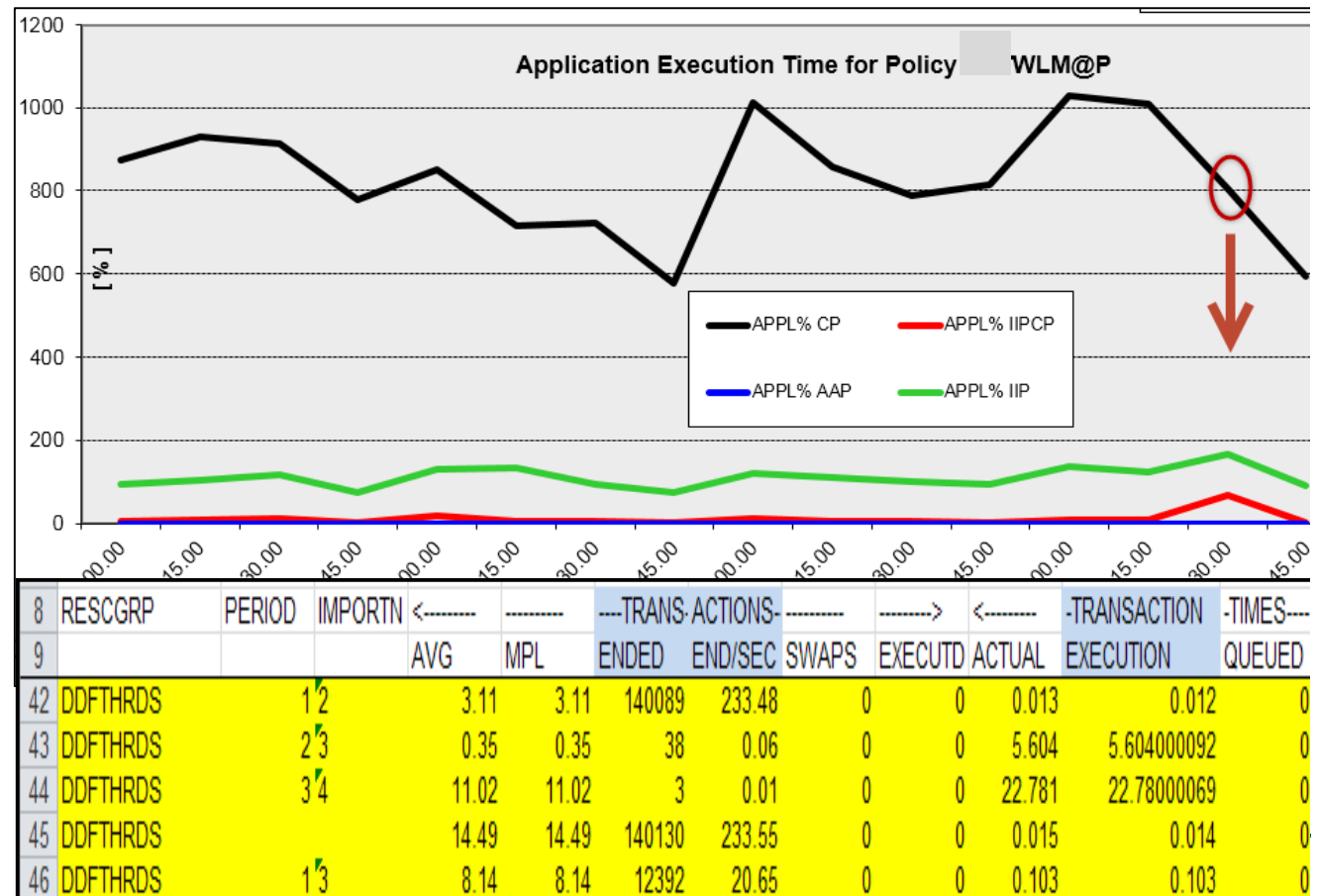
- I/O, CPU, zIIP

- Looking at raw report is tedious, could be hundreds of MBs of data



# RMF Reports - WLM

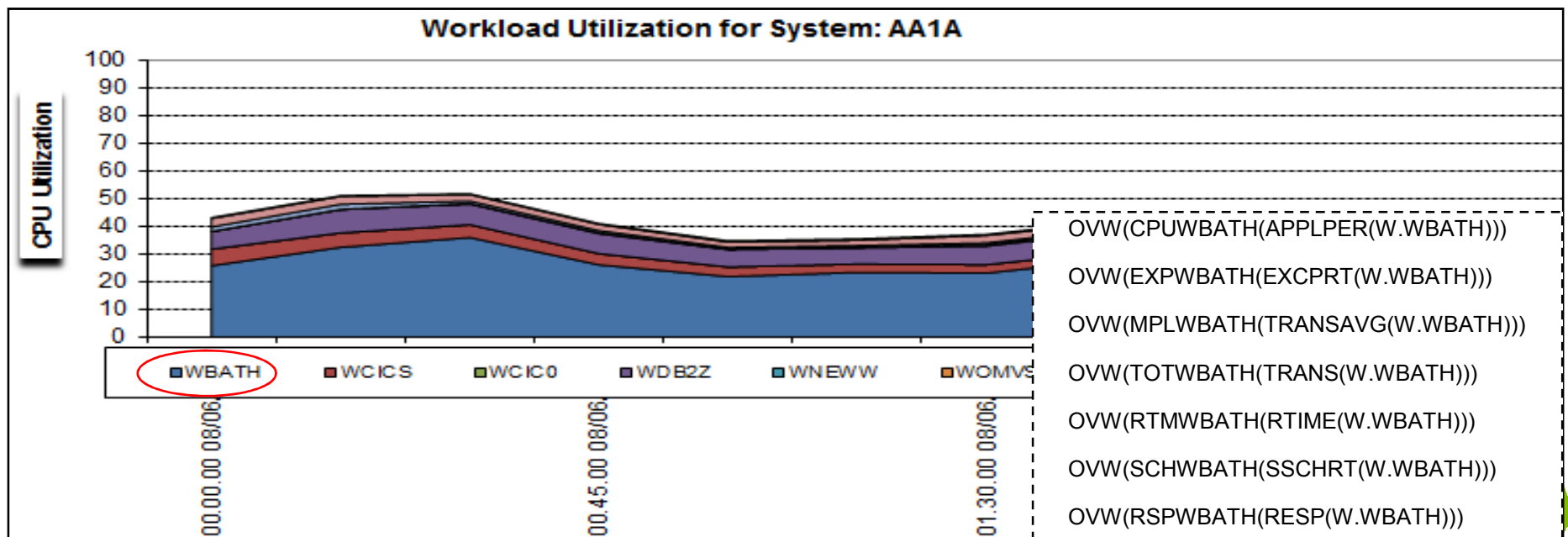
- Look for potential zIIP offload that landed on a GP
  - AAPL% IIPCP
    - Red line**
  - See what % (not normalized) of a processor the workload consumed
- Response times can be seen and charted as well
  - Actual average execution time





# Overview Records

- This will show all the workloads and the CPU Utilization that contributed to it during the intervals, and the records are small enough you can run the report for days at a time
  - It can show you when certain workloads collide and who is driving the CPU % through the roof
  - By using RMF Spreadsheet reporter you can generate the Overview Records
    - Then create and run the Overview Report from your desktop

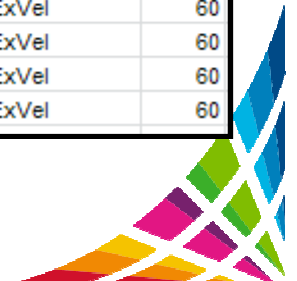


# Reports – WLM service definition formatter

- FTP down your WLM policy in .txt format
- Import the WLM policy into a spreadsheet to analyze and filter
- Overview of total classes, periods, resource groups\*\*
  - Resource group capping results in unpredictable response times
  - ROT is 30-40 service class periods running at once
- Policy itself can be filtered
  - So why do we have 9 Imp 1 Velocity 60 service classes?
  - This is redundant work for WLM to monitor and manage these identical classes
- Easy to search through rules to determine what work is in what service class

Service Definition:	Q121004	Brian	Adjust SC Defs	Workloads	7
Service Policies:	ASYS1	only WODBAP2	vel=80 imp=1	Service Class Periods	96
	CSYS1	ODB P1 60-1, P2 50-1		Resource Groups	18
		csys1 plus asys BP1,2 drop		Service Policies	5
		op1 60-1 op2 50-1		Classification Groups	158
				Subsystem Types (used)	7
				Report Classes	193
				Application Environments	132
				Scheduling Environments	5
Service Coefficients					
CPU			1	I/O Priority Management	Yes
SRB			1	Alias Management (PAV)	Yes
IOC			0.1		
MSO			0		

Service Policy									
Policy	Workload	Service Class	Per	Dur	Imp	Type	Pct	Goal	
ASYS1	W_BATCH		1		1	ExVel	60		
ASYS1	W_BATCH		1		1	ExVel	60		
ASYS1	W_BATCH		1		1	ExVel	60		
ASYS1	W_BATCH		1		1	ExVel	60		
ASYS1	W_BATCH		1		1	ExVel	60		
ASYS1	W_BATCH		1		1	ExVel	60		
ASYS1	W_BATCH		1		1	ExVel	60		
ASYS1	W_BATCH		1		1	ExVel	60		
ASYS1	W_STC	STC1	1		1	ExVel	60		



# RMF Reports - DASD

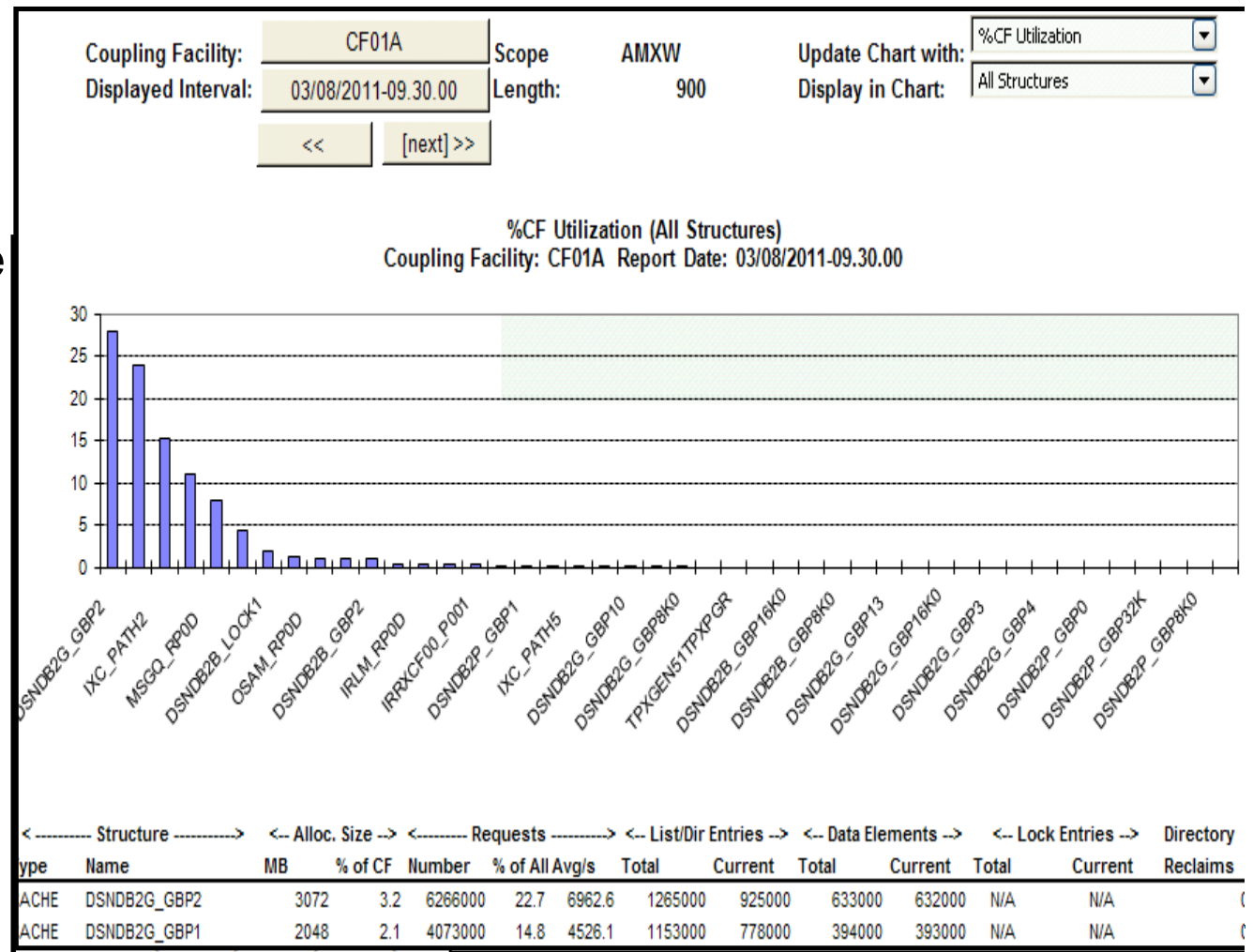
- DASD Activity Report
  - REPORTS(DEVICE (DASD))
- Gives you overview of top 5 Logical Control Units
  - See what volumes are on there, and what DB2 data is on those volumes
- Device Summary Top10 Shows top 10 volumes based on criteria you specify and you can manipulate graphs

RMF DASD System Summary										
System Id: ESA1		Operating System: z/OS V1R10 -		Report Range(seconds): 900						
Reporting Date: 02/23/2011		Reporting Time: 08.30.00		Report Range(hh.mm.ss): 15.00.000						
System Summary										
#of LCUs	# of DASD I/O Intens.	ST Intens.	Path Int.	Act. Rt.	Resp. Tm	Serv. Tm	IOSQ Tm	Pend. Tm	Disc. Tm	
9	694	94249.73	5221.12	3793.31	1538.43	61.26	3.39	57.57	0.30	0.93
LCU Summary										
	LCU	I/O Intens.	ST Intens.	Path Int.	Act. Rt.	Resp. Tm	Serv. Tm	IOSQ Tm	Pend. Tm	Disc. Tm
Top 5	0035	85827.90	923.02	814.34	146.46	585.63	6.30	579.00	0.33	0.74
	0036	4210.37	1464.61	1401.45	300.74	15.55	4.87	8.81	0.31	0.21
	0030	2933.42	1893.53	1090.33	388.02	7.56	4.88	2.38	0.30	2.07
	002F	620.17	431.46	174.53	442.98	1.40	0.97	0.14	0.29	0.58
	0034	326.09	236.88	71.78	51.27	6.36	4.62	1.39	0.35	3.22
sorted by I/O Intensity										
Device Summary Top 10										
LCU	VolSer	I/O Intens.	ST Intens.	Path Int.	Act. Rt.	Resp. Tm	Serv. Tm	IOSQ Tm	Pend. Tm	Disc. Tm
0035	DBS001	84992.57	600.32	516.51	91.10	932.93	6.59	926.00	0.34	0.92
0036	DB2WCT	1842.65	71.56	68.10	16.02	114.80	4.47	110.00	0.33	0.22



## RMF Reports - CF

- CF activity report
  - SYSRPTS(CF)
- Look at CF/storage utilization over entire day
- See comparison of sync vs. async across intervals
- Look for delays due to sub-channels being unavailable
- Look for directory reclaims
- Look at all metrics for all structures during a single interval



# RMF Summary Report

- RMF Summary

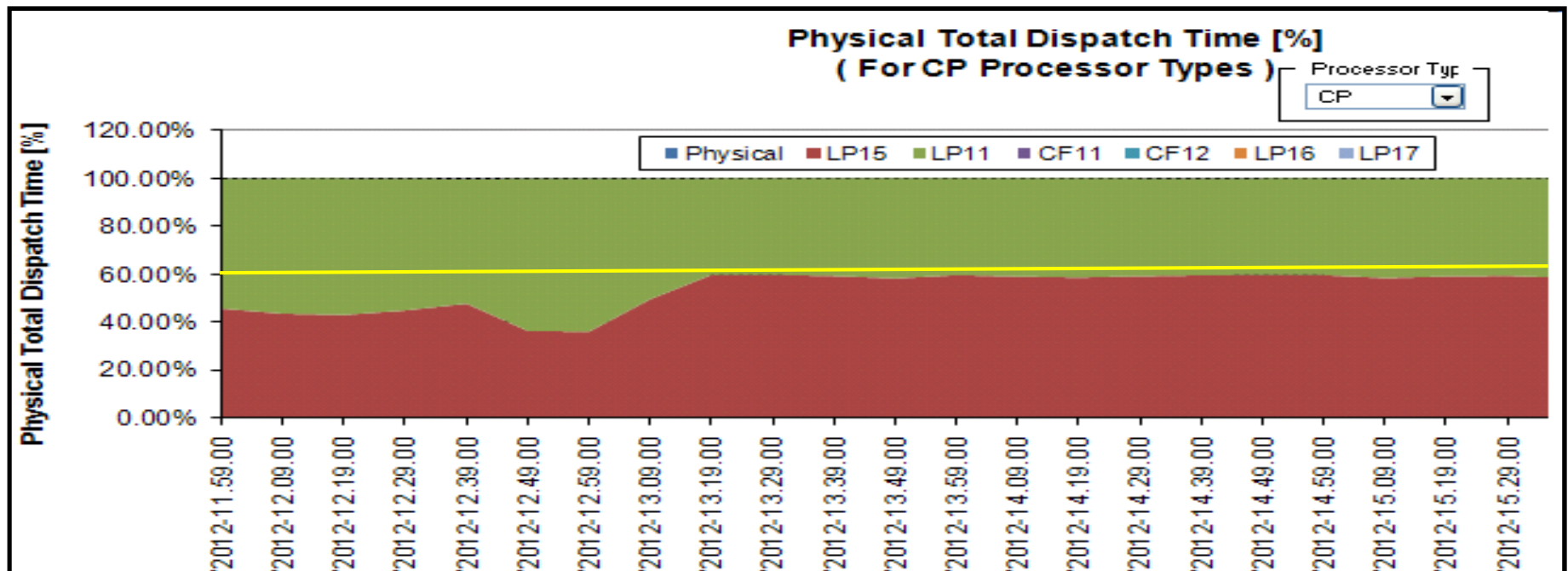
- Look at CPU Busy (remember this is usually a 15 minute interval though)
- DASD response taking into account the rate, a very low rate could show increased response time due to missing cache, etc.
- Demand paging
  - **Now-a-days we don't want to see paging at all as storage gets cheaper and the price paid by the online applications in response time not proportional to the 'paging rate'**
  - **z/OS measured the CPU cost of a sync I/O at 20-70us**

R M F   S U M M A R Y   R E P O R T															
2	SYSTEM ID 2D11						START 09/25/2012-11.59.00		INTERVAL 00.09.59						
	CONVERTED TO z/OS V1R13 RMF						END 09/25/2012-16.59.00		CYCLE 1.000 SECONDS						
TOTAL LENGTH OF INTERVALS 04.59.44															
CPU	DASD	DASD	TAPE	JOB	JOB	TSO	TSO	STC	STC	ASCH	ASCH	OMVS	OMVS	SWAP	DEMAND
BUSY	RESP	RATE	RATE	MAX	AVE	MAX	AVE	MAX	AVE	MAX	AVE	MAX	AVE	RATE	PAGING
58.3	1.7	1848	124.0	75	72	6	6	181	178	0	0	5	5	0.00	0.05
55.5	1.8	1589	27.1	73	71	6	6	180	178	0	0	5	5	0.00	0.02



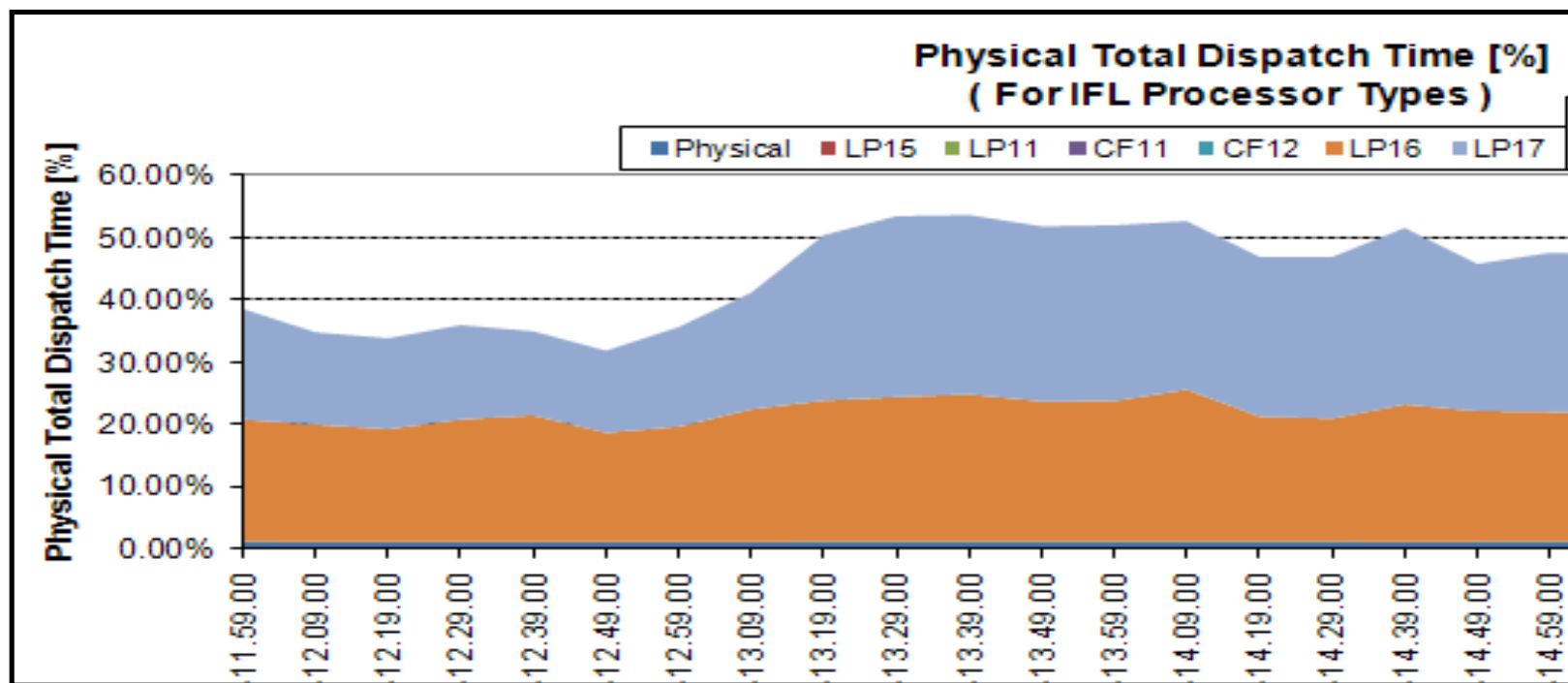
## CPU constraints (1)

- These 2 LPARs LP11 and LP15 are consuming every MIP on the box, borrowing back and forth
  - This was meant to be a load test, and you can see where the test LPAR (Green) ran out of steam as the production LPAR took the CPU cycles
- In internal benchmarks maximum throughput is achieved between 92-94%
  - determining root cause almost impossible at 100%, no consistency



## CPU Constraints (2)

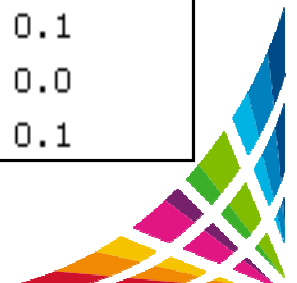
- LP11 and LP15 saturate the **2 out of 2 CPs** during the day, trading off resources while at the same time Portal is driving **2.5 out of 5 IFLs**
  - The GCPs on the previous slide is already fully utilized, and the Portal workload here has 50% of its capacity left, so it appears DB2 is the bottleneck
  - So it is the CPU capacity...as well as



# WLM

- ROT: DB2 threads should not end up in a service class which uses WLM resource group capping
  - Resource group capping will ensure that this workload does not get over 'x' Service Units a second, and this includes all the DB2 subsystems in the plex,
  - Blocked workload support cannot help these capped transactions, so if there is a serious CPU constraint all DDF work could be starved, and could be suspended while holding important DB2 locks/latches
    - In general we suggest avoiding resource group capping in favor of lowering the priority of the work
    - The CAP delay is the % of delays due to resource group capping

	RESPONSE TIME EX	PERF	AVG	--EXEC USING%--				EXEC DELAYS %					
SYSTEM	HHH.MM.SS.TTT VEL%	INDX	ADRSP	CPU	AAP	IIP	I/O	TOT	CPU	CAP	IIP	Q	I/O
													MPL
*ALL	000.00.00.027 15.4	0.0	10.6	4.9	N/A	1.0	0.4	35	22	11	1.3	0.1	0.1
1E10	000.00.00.015 25.3	0.0	4.0	9.3	N/A	2.6	0.1	35	17	15	3.4	0.0	0.0
2D11	000.00.00.169 7.6	0.0	6.6	2.2	N/A	N/A	0.7	34	25	9.0	0.0	0.2	0.1





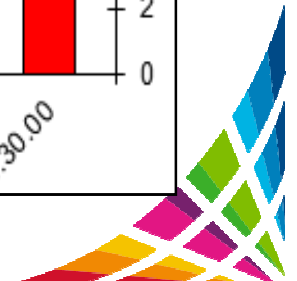
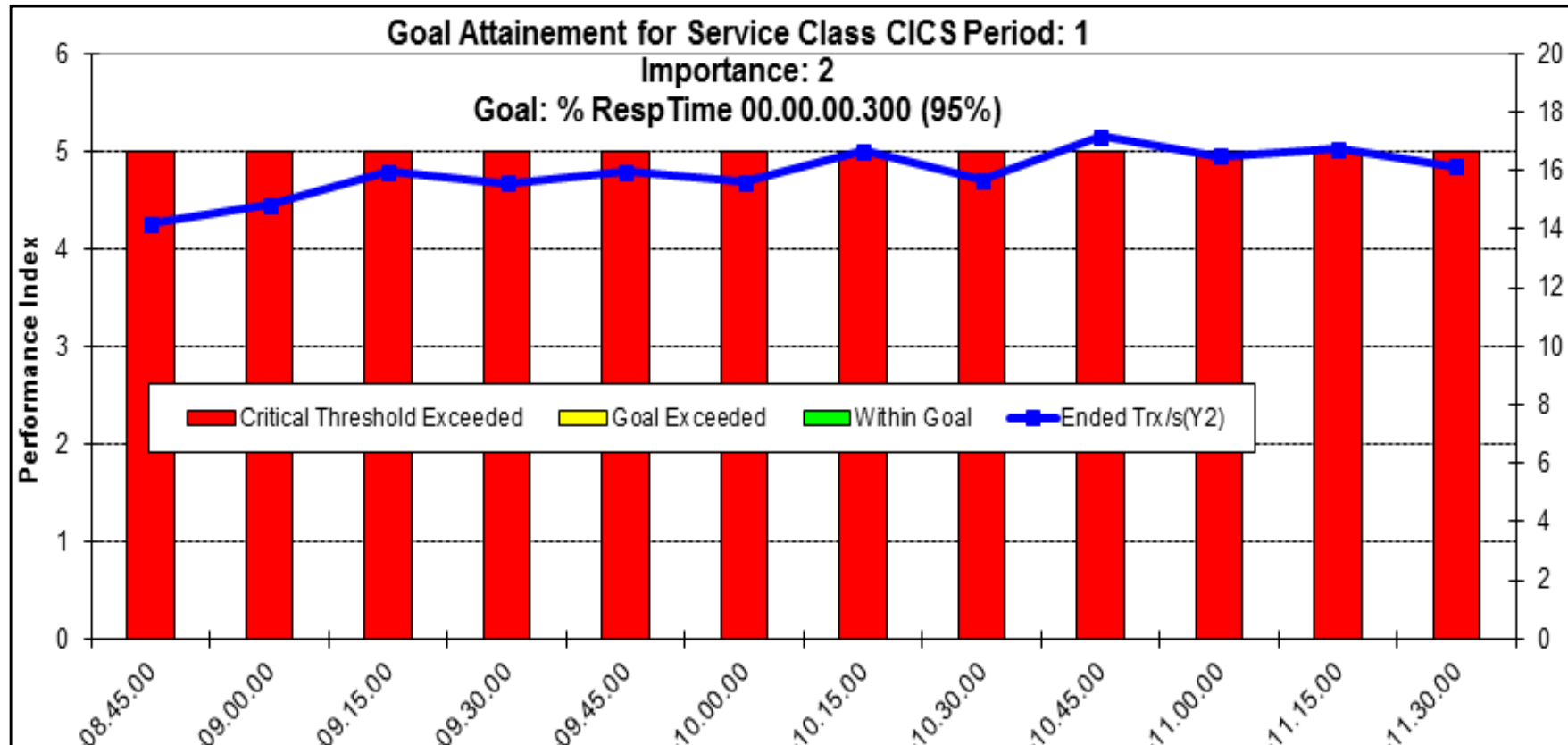
# Response time goals... too loose

- We do not want the goals to be too loose: if >90% of transactions complete in less than 1/2 of their goal, the goal should be adjusted tighter, to avoid violent swings in response time under CPU constraint
  - The goal here is 10 seconds for a Portal application that must render its page in 3 seconds, and the transactions are finishing in 4 milliseconds
    - The WLM goals should align with the business goals/ SLAs
  - Make the goal around 20 milliseconds so the service level can be maintained

[illegible]

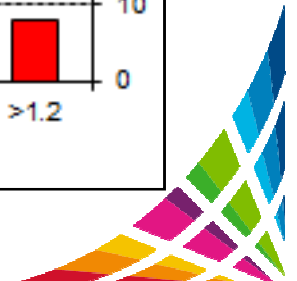
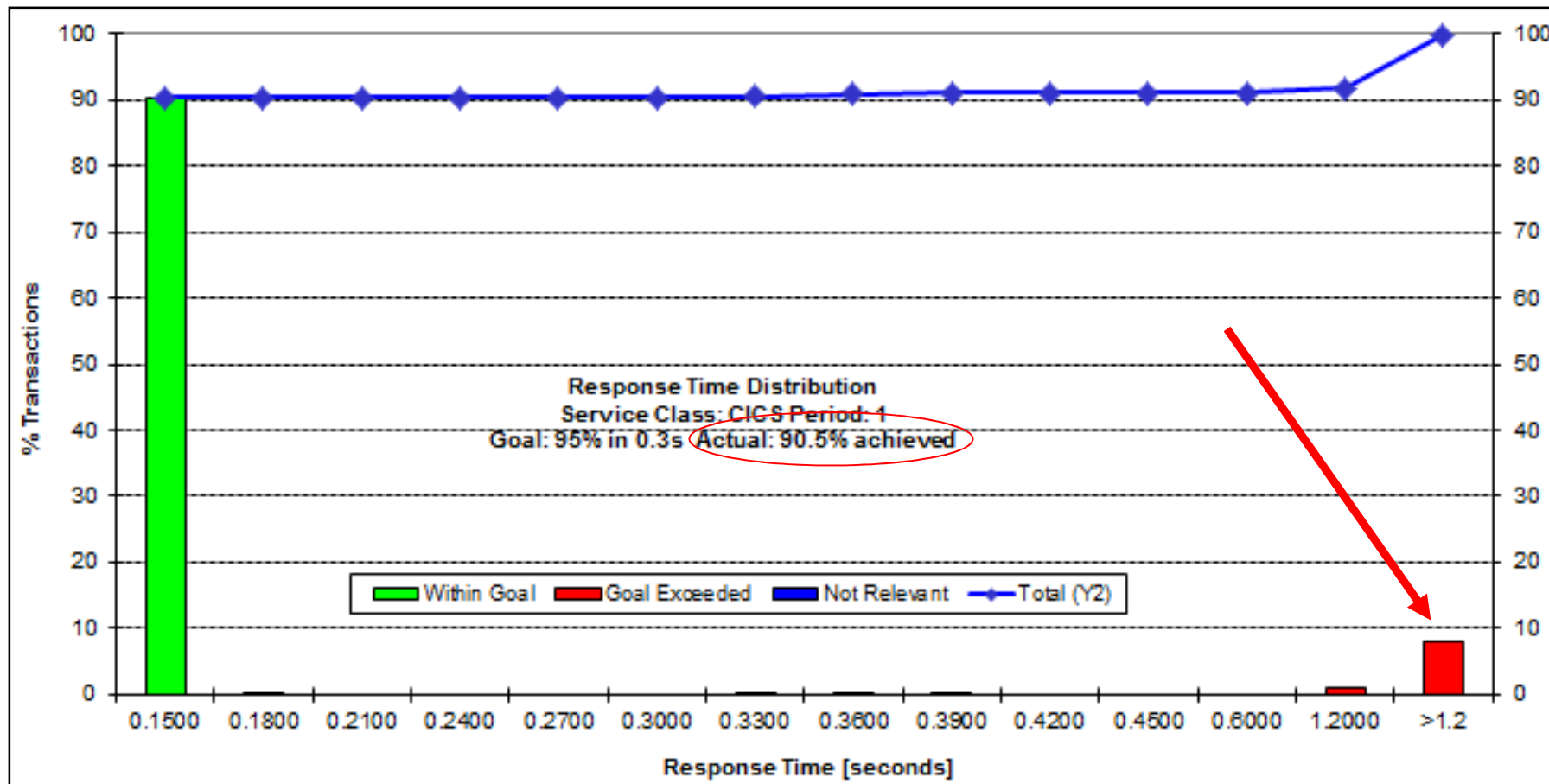
## Response time goals... too stringent

- The goals need to be reasonable, i.e. attainable by the workload
  - WLM cannot shorten the response time to something lower than the CPU time needed for the transaction to complete
  - With a performance index of 5 all day long this workload could be skip clocked (ignored) if there were CPU constraints



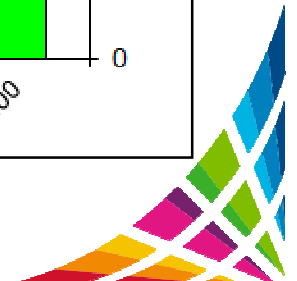
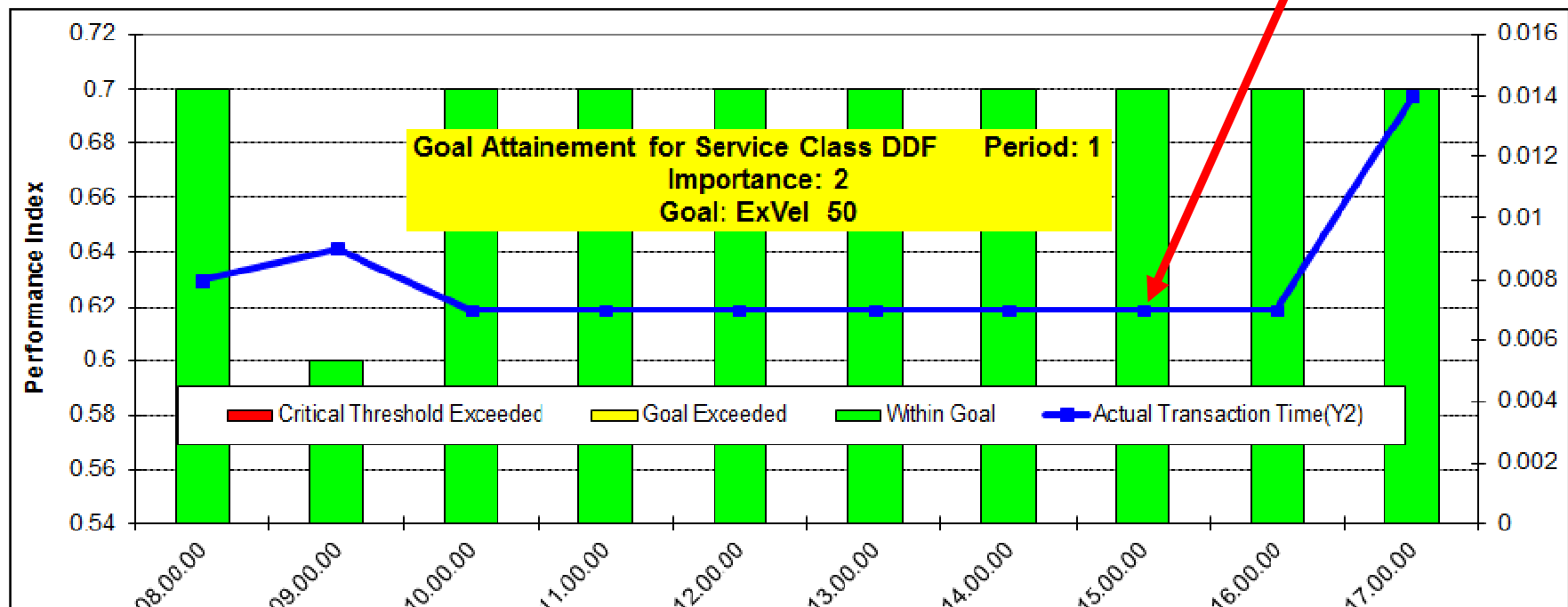
# WLM Buckets

- Look at the response time buckets in WLM activity report to gauge reality
- No amount of CPU could bring these transactions back in line with the others
  - The goal is 95%, but only 90% complete in time, so take these outlying trans and break them out into another service class, or adjust the goal to 90%



## Response time goals vs. velocity goals

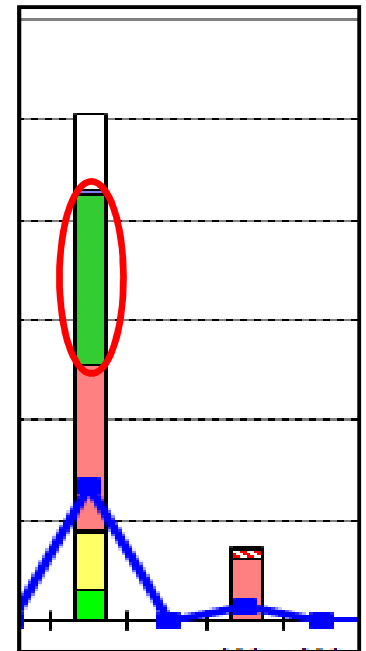
- For transactions and most business processes a Response time goal is much more effective/predictable during times of CPU constraint than velocity goals
- When determining a good response time goal you need to trend it out
  - Determine where the business goal is in relevance to what it is achieving
  - z/OS 1.13 includes average response time info even for velocity goals
  - In this example the average response time is about 7 milliseconds



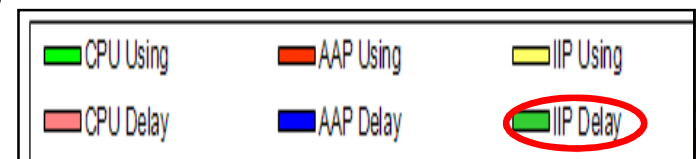
# zIIP Shortages

- *What if I have lots of not accounted for time?*
  - OMPE accounting report (parallel tasks on zIIP)
- RMF Spreadsheet Reporter response delay report
  - Part of WLM activity trend report
- SYS1.PARMLIB (IEAOPTxx) setting
  - IIPHONORPRIORITY = **NO** (not recommended)
    - Meaning all zIIP eligible work will queue waiting for a zIIP
      - Normally 'Needs Help' algorithm re-dispatches work to a GCP
      - Parallel tasks are 80% zIIP eligible, so PARAMDEG should influence the number of zIIPs you have
    - **Important in v10 and v11, and if you have zAAP on zIIP – no zAAP on z13**
      - V10 includes prefetch, deferred writes,
      - V11 includes GBP writes, castout/notify, log prefetch/write

CLASS 2 TIME DISTRIBUTION	
CPU	=====> 11%
SECPU	
NOTACC	=====> 37%
SUSP	=====> 19%



*CPU delay at about 33%, and the zIIP delay is at 34%.*



## zIIPs and Prefetch

- What happens if Prefetch Engines are starved of zIIP?
  - Other Read I/O events and time per event will increase
  - PREF. DISABLED – NO READ ENG could increase
- Customers have seen batch programs miss their window
  - solution is to add zIIP capacity
- Even if prefetch **is not** used, DB2 may try to schedule it, and app still sees delays with BP hit and no I/Os
  - Increased elapsed time

CLASS 3 SUSPENSIONS	AVERAGE TIME	AV.EVENT
LOCK/LATCH(DB2+IRLM)	0.060293	48.65
IRLM LOCK+LATCH	0.000465	0.10
DB2 LATCH	0.059829	48.54
SYNCHRON. I/O	28.298614	69721.17
DATABASE I/O	28.298426	69720.92
LOG WRITE I/O	0.000188	0.25
OTHER READ I/O	5.036911	4802.06
OTHER WRTE I/O	0.000000	0.00

TOT4K	READ OPERATIONS	QUANTITY	/SECOND	/THREAD	/COMMIT
	SEQUENTIAL PREFETCH READS	4472.3K	311.88	12.35	0.55
	LIST PREFETCH REQUESTS	1874.3K	130.70	5.18	0.23
	LIST PREFETCH READS	745.1K	51.96	2.06	0.09
	DYNAMIC PREFETCH REQUESTED	119.0M	8301.34	328.82	14.74
	DYNAMIC PREFETCH READS	16325.1K	1138.43	45.09	2.02
	PREF.DISABLED-NO BUFFER	285.00	0.02	0.00	0.00
	PREF.DISABLED-NO READ ENG	656.00	0.05	0.00	0.00
	PAGE-INS REQUIRED FOR READ	811.9K	56.62	2.24	0.10



## DASD response time

- Sometimes you need the entire picture when going after response time issues
  - After migration to DB2 10 customer's applications were experiencing 'good' and 'bad' days
  - Some access path regressions... but was this related?
- Here are two top 5 logical control unit report from the same time each day
  - Activity rate is quite close (same work going on)
  - Where does the increase in response time come from? – DISC (disconnect time)
  - Synchronous remote copy (Metro Mirror) where the target cannot keep up, and asynchronous copy with write pacing (XRC) can cause high DISC time

LCU Summary										
	LCU	I/O Intens.	ST Intens.	Path Int.	Act. Rt.	Resp. Tm	Serv. Tm	IOSQ Tm	Pend. Tm	Disc. Tm
Top 5	004C	1135.07	1005.99	206.60	346.06	3.28	2.91	0.11	0.27	2.31
	004E	442.14	399.44	100.49	83.74	5.28	4.77	0.16	0.35	3.57

LCU Summary										
	LCU	I/O Intens.	ST Intens.	Path Int.	Act. Rt.	Resp. Tm	Serv. Tm	IOSQ Tm	Pend. Tm	Disc. Tm
Top 5	004C	11836.20	9407.79	446.53	305.85	38.71	30.76	7.51	0.44	29.30
	0078	4055.60	1636.81	276.85	242.85	16.69	6.74	9.52	0.43	5.60



## DB2 and Storage

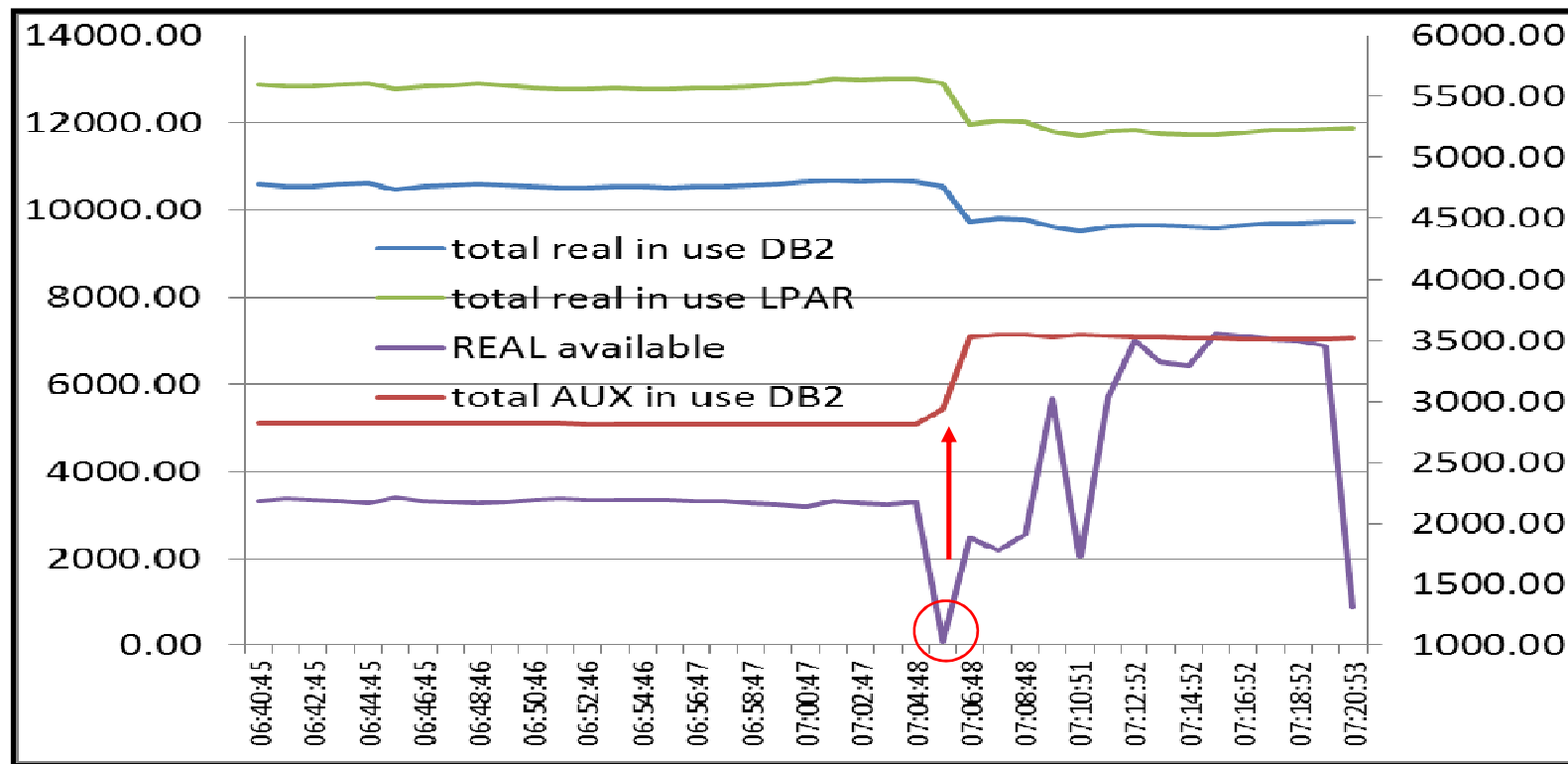
- What is an acceptable paging rate? → 0 for DB2 storage
- REAL storage is a one time charge which will save CPU cycles, which you pay for on a monthly basis
  - z/OS measured the CPU cost of a sync I/O to be 20us→70us
- Even if you want to wait until V11 to tune your buffer pools with the simulation capabilities you can save CPU today by avoiding paging
- Impact customers have seen from being short on REAL storage
  - Transaction times begin to climb, customers see sub-second trans take 10's of seconds (buffer pool hit might require a page-in from AUX)
  - # of concurrent threads in DB2 begin to climb, CTHREAD/MAXDBAT might be hit
  - SYSPROG and DBA perception is of a system slowdown
    - If SVCDUMP occurs (SDUMP,Q) workload may become non-dispatchable until dump finishes





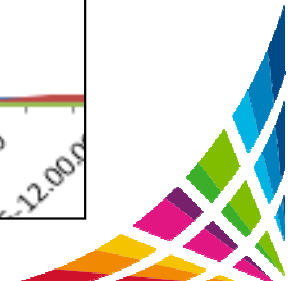
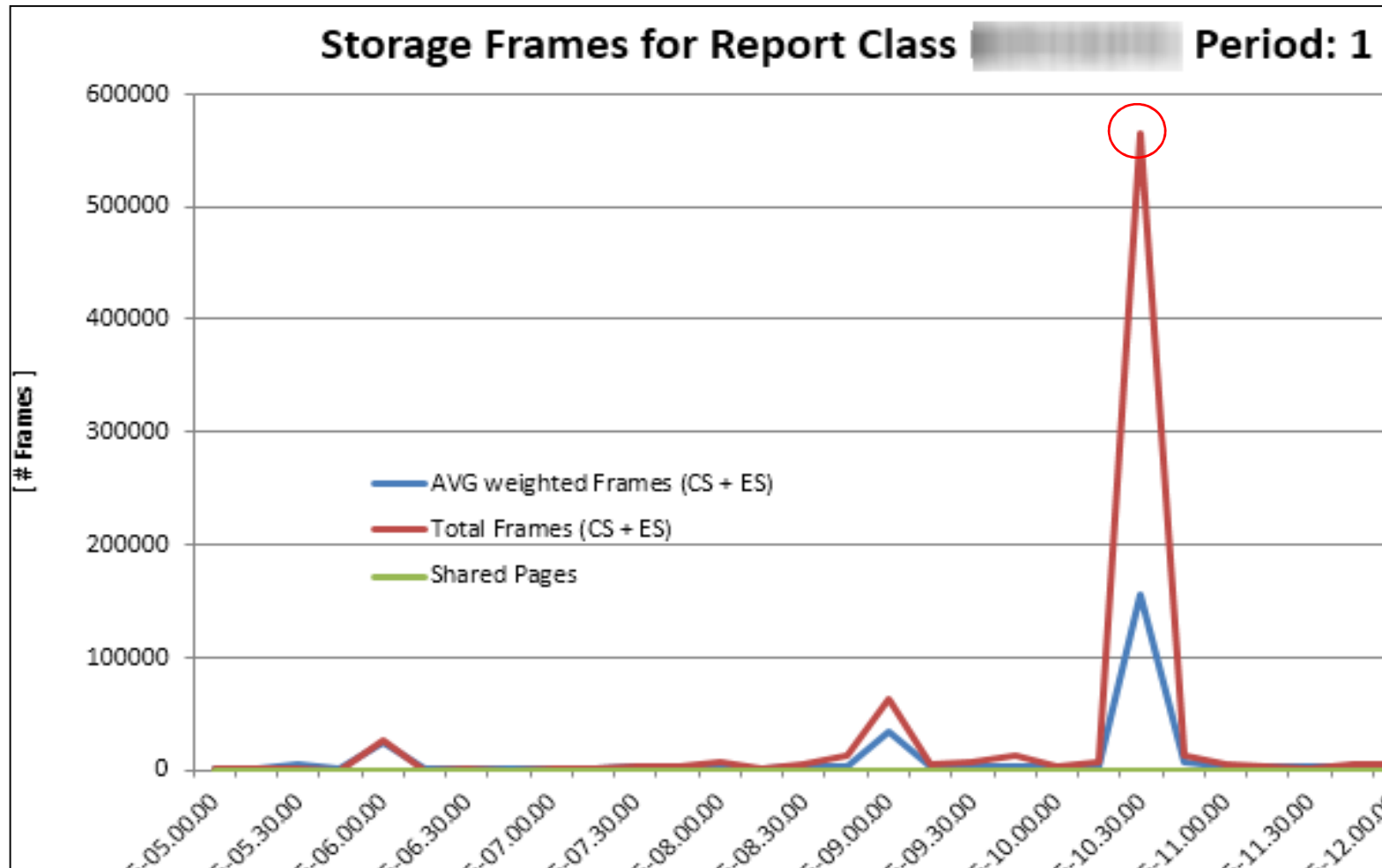
## DB2 and Storage

- In the graphic we can see DB2 storage goes out from REAL to AUX when the real available drops to '0' on the LPAR
- Worst case in this example to get those pages back in:
  - 700 MB – sync I/O time ~3ms =  $0.003 \times 179,200 = 537$  seconds
  - If those pages were taken out of our buffer pools then we need to spend the I/Os to get the pages back in central storage
- MAXSPACE suggestion 16GB... could not be supported here



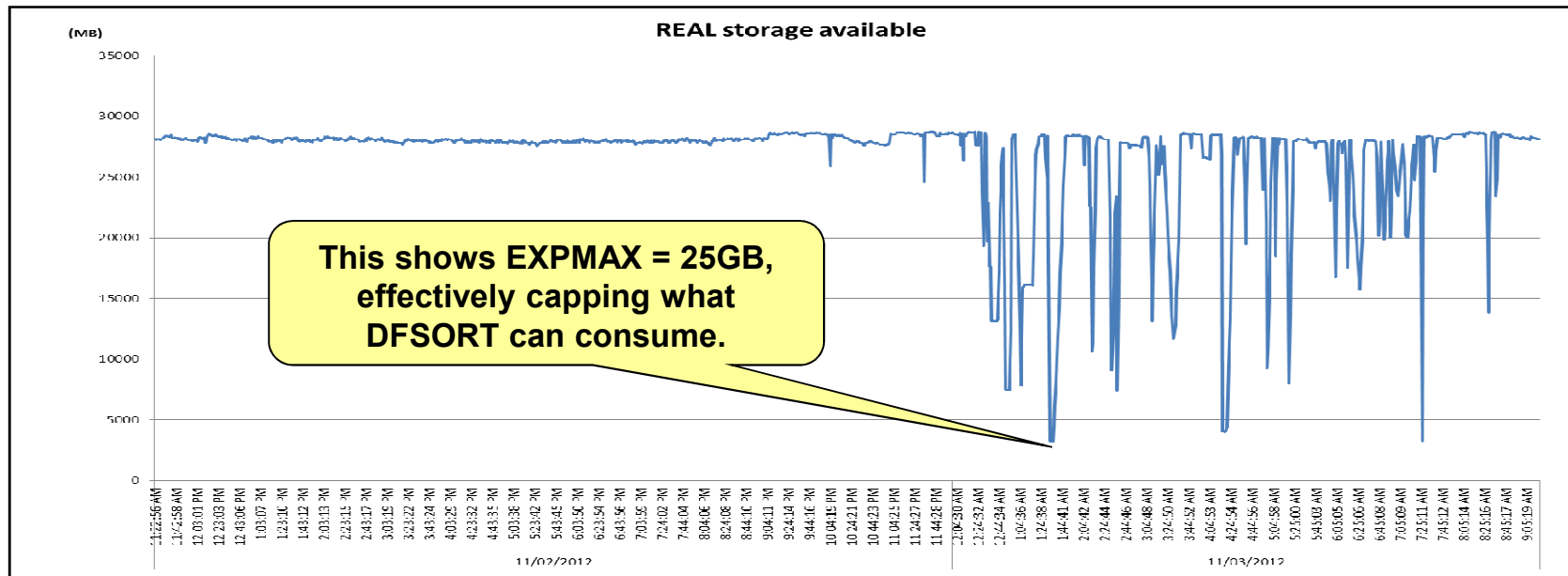
# DB2 and Storage

- So who caused me to get paged out??
  - If you run a WLM activity report and look at the Storage Trend graph in the reporter you can see the actual frames used by a service or report class
  - The Page In Rates would also be high for that report class as data is brought in



# Real storage and Sort products

- By default DFSORT and other sort products usually take as much storage as they can get, to help performance... but what about everyone else?
- DFSORT parameters affecting storage use (II13495 ) → means to protect DB2
  - These can be dynamically changed for workloads using ICEPRMxx member
    - EXPMAX=% of storage for memory object and hyperspace sorting, somewhat depends on EXPOLD and EXPRES → how much can you spare
    - EXPOLD = % of storage allowed to be pushed to AUX → 0
    - EXPRES= % of storage to preserve, maybe in case of DUMPSPACE/ MAXSPACE → 16GB min in V10
    - For DB2SORT the PAGEMON parameter limits use of central storage





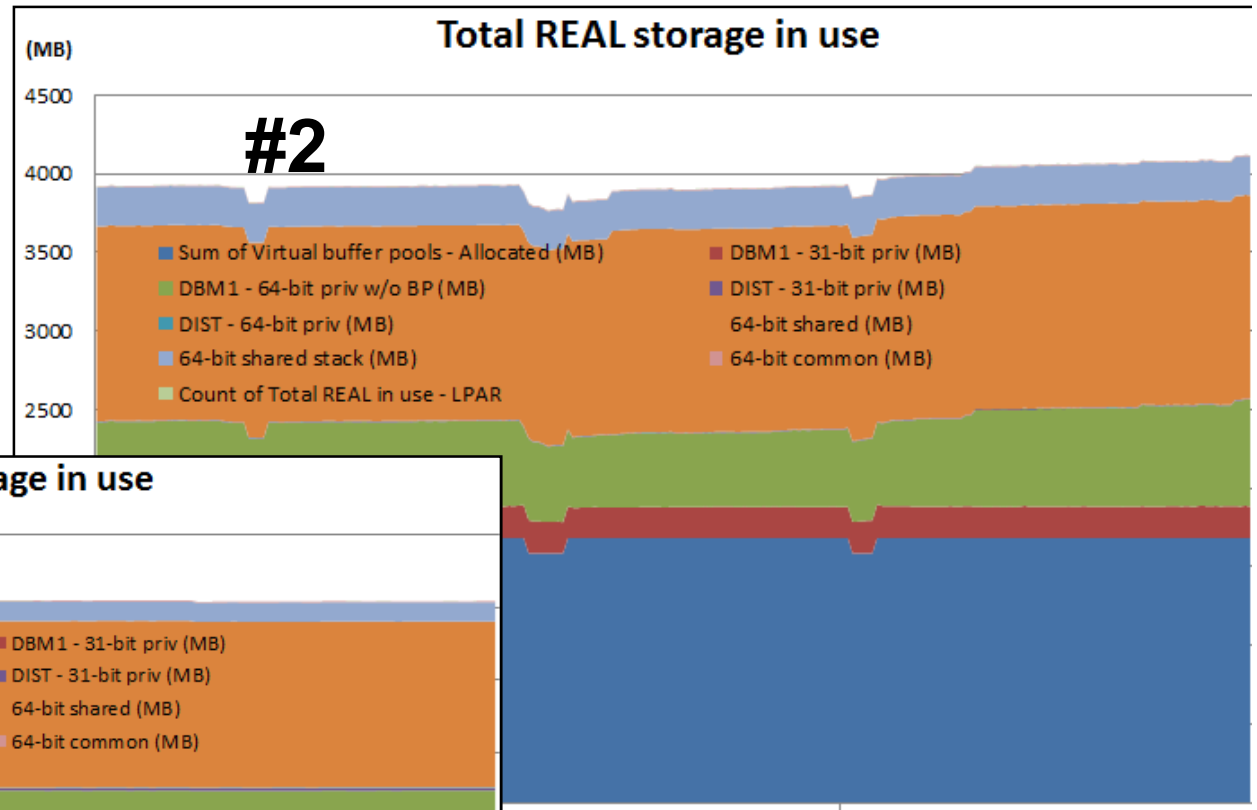
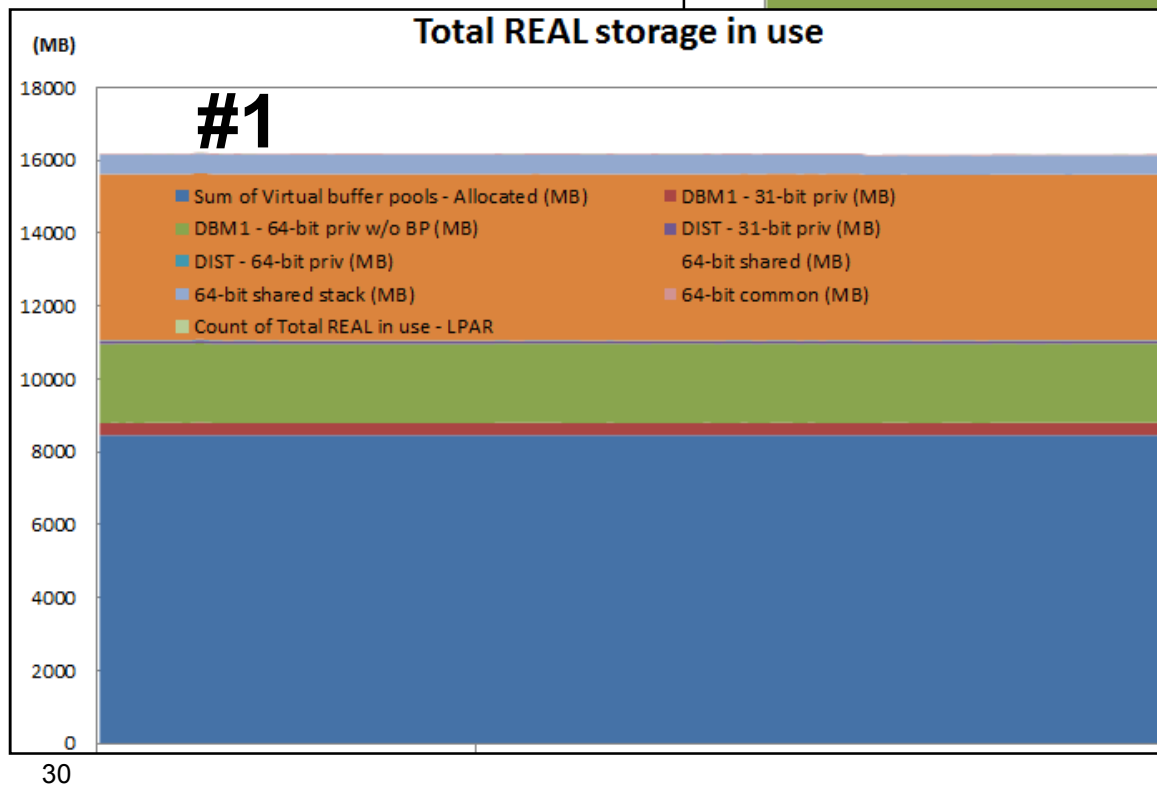
## XCF Critical Paging – avoid page faults during HyperSwap

- CRITICALPAGING is a z/OS function designed to help avoid situations where a page needed for HyperSwap is paged out to AUX to a device that has been suspended
- The downside of this is a massive amount of page fixed storage to include the following:
  - 31- bit common storage (both above and below 16M)
  - Address spaces that are defined as critical for paging
  - All data spaces associated with those address spaces that are critical for paging (unless CRITICALPAGING=NO was specified on the DSPSERV CREATE)
  - Pageable link pack area (PLPA)
  - Shared pages
  - All HVCOMMON objects
  - All HVSHARED objects
    - In DB2 the 64-bit SHARED houses thread working storage, statement cache, SKCT/SKPT
- Apply z/OS APAR OA44913
  - Allows z/OS to reclaim DB2 64-bit SHARED KEEPREAL=YES frames



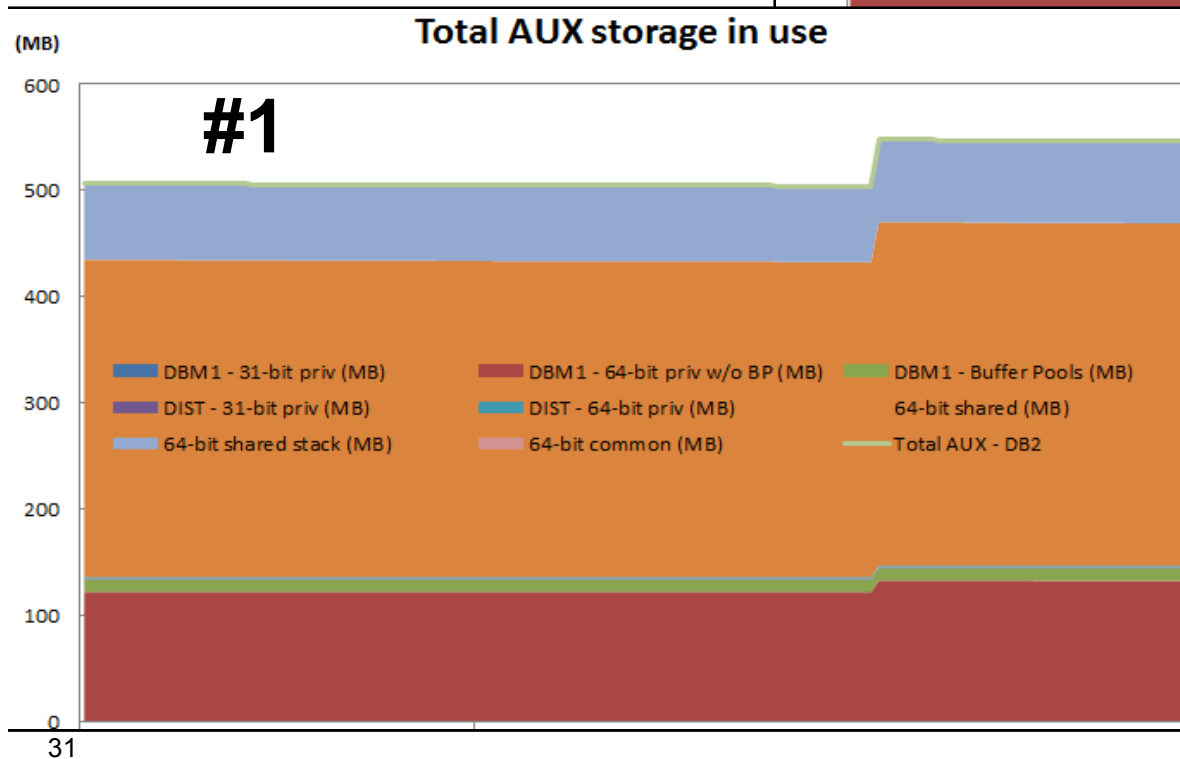
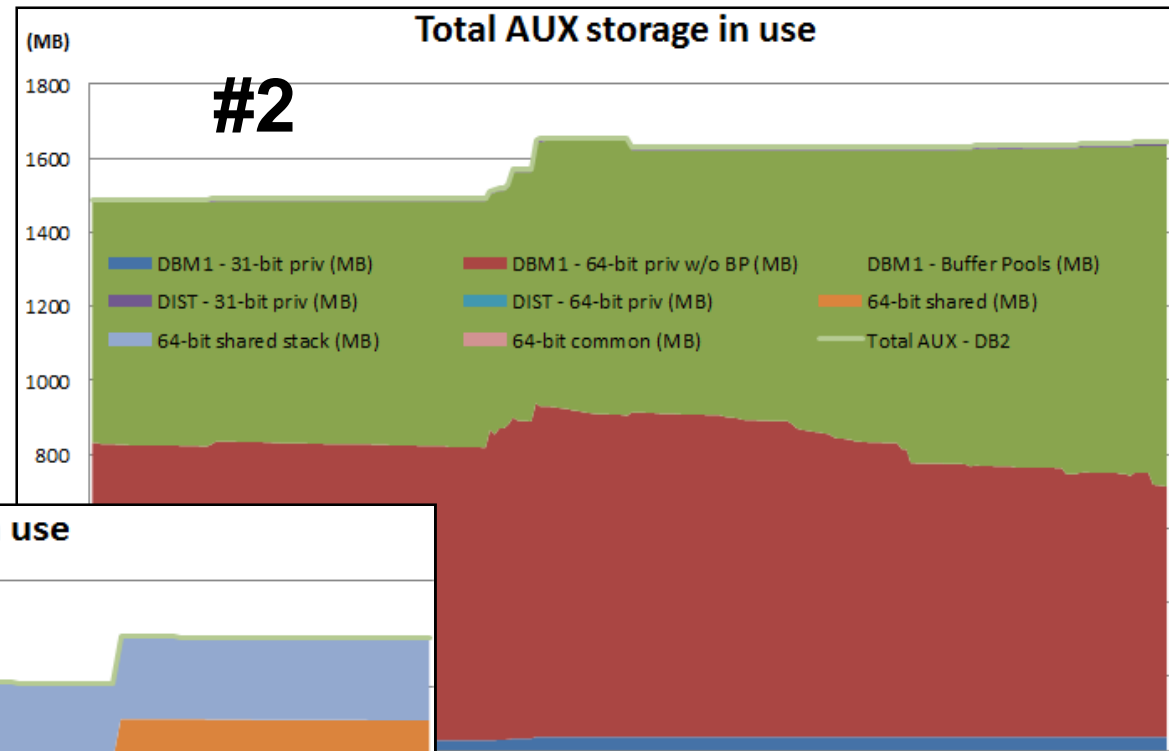
# What is in REAL now?

- 2 different customer's REAL storage usage in DB2, proportionally similar for address space usage



# What is in AUX now?

- With CRITICALPAGING =YES HVSHARE becomes non-pageable so that leaves buffer pools and PRIVATE storage to be sacrificed



- Buffer pools are not paged out in customer #1's environment, but they are in #2 causing more I/Os (this won't show up in hit ratio!)



## More on AUX storage

- When 50% of your AUX storage is in use ENF 55 message sent out and all DB2s on that LPAR will enter hard discard mode (to free off 64-bit storage) causing CPU burn
- At 70% of AUX used z/OS will mark address spaces which cannot be swapped in real as non-dispatchable
  - Customers see applications starved of CPU
  - -904 for Dynamic Statement Cache
  - IRA200E, IRA206I, IRA260E
- Do not over size PGFIX(YES) buffer pools or LFAREA
  - Page fixed storage is a last resort to be stolen
    - Never PGFIX > 70% of storage on LPAR
    - IRA400E (80% of real is fixed)
  - Decomposition and coalescing of 1MB frames in LFAREA to 4k, and back again wastes CPU cycles
    - **Specify INCLUDE1MAFC on LFAREA specification (A42510)**
  - Without APAR PI12512, you need a minimum of 6,656 (26MB) buffers before 1MB frames would be used





# Buffer Pool sizing considerations

- Starting in DB2 10 the root pages of the indexes are 'fixed' in the buffer pool
  - How many indexes/parts do you have in your index buffer pool?
- This would affect DWQT threshold
  - (ex.) 10,000 buffers, DWQT of 30%
    - With 1,000 indexes you have basically made the DWQT threshold 20%
    - Watch for DWQT being hit multiple times per second and LC23 being elevated
      - Customer saw DWQT threshold being hit 80 times a second and LC23 at 40,000 a second
      - Application response times were significantly impacted due to being I/O bound, elapsed times increased 2-3x



## Synch I/O

- DB2 10 added a mechanism to avoid local buffer pool scans when objects go from GBP dependent to non-GBP dependent
  - This saves DBM1 SRB time, and application elapsed time
  - But depending on the amount of pseudo closes you have it can increase synch I/O for some applications that bounce in and out of GBP dependency

GROUP BP7			DB2 9	GROUP BP12	
AVERAGE	TOTAL			AVERAGE	
GBP-DEPEND GETPAGES	343.4K	16481954		GBP-DEPEND GETPAGES	102.9K
READ(XI)-DATA RETUR	30.67	1472		READ(XI)-DATA RETUR	36.23
READ(XI)-NO DATA RT	2.50	120		READ(XI)-NO DATA RT	0.04
READ(NF)-DATA RETUR	190.04	9122		READ(NF)-DATA RETUR	10.52
READ(NF)-NO DATA RT	12379.02	594193		READ(NF)-NO DATA RT	1227.54

GROUP BP7			DB2 10	GROUP BP12	
AVERAGE	TOTAL			AVERAGE	
GBP-DEPEND GETPAGES	320.4K	15380145		GBP-DEPEND GETPAGES	91613.63
READ(XI)-DATA RETUR	54.67	2624		READ(XI)-DATA RETUR	24.73
READ(XI)-NO DATA RT	16597.00	796656		READ(XI)-NO DATA RT	24369.08
READ(NF)-DATA RETUR	140.60	6749		READ(NF)-DATA RETUR	0.29
READ(NF)-NO DATA RT	16620.69	797793		READ(NF)-NO DATA RT	3086.73

XI No Data RT means the page was cross invalidated in the local pool, but was not found in the GBP



## PCLOSEN/PCLOSET and Synch I/O

- The default in DB2 10 is PCLOSEN=5, PCLOSET=10
  - The customer saw a 20% increase in Synch I/O after migration
  - They had moved from PCLOSET=30 → PCLOSET=10 so every 10 minutes objects without inter R/W interest would pseudo close
  - When the objects moved out of GBP dependency the local buffers would be cross invalidated
    - Next execution of the application would require entire index be read back in

OPEN/CLOSE ACTIVITY	QUANTITY	/SECOND	/THREAD	/COMMIT	
DSETS CONVERTED R/W -> R/O	9010.00	0.67	0.03	0.00	<==V9
DSETS CONVERTED R/W -> R/O	24721.00	1.72	0.07	0.00	<==V10

- **ROT:** R/W → R/O = 10-15 a minute
  - The solution in this situation was to set PCLOSEN=32767 to disable it, and PCLOSET=45 minutes so that the object did not through pseudo close until the application ran again (every 30 minutes)



# Log Write I/O

- Log Write I/O time is Class 3 time resulting from the application waiting for DB2 to synchronously write log records to disc
  - Prior to V11 the culprit was often index page splits from heavy inserts
- For GBP dependent objects if update creates an overflow records result is a forced write (synchronous) of Log records and overflow page to GBP
  - Occurs after applying PM82279
- This can significantly impact Log Write I/O class 3 suspense time if most of the rows increase in size and do not fit on the same page anymore

SYNCHRON. I/O	8:03.402141	173.7K
DATABASE I/O	5.350565	4705.31
LOG WRITE I/O	7:58.051575	169.0K
WRITE AND REGISTER	169.0K	2197415
WRITE & REGISTER MULT	55.77	725
CHANGED PAGES WRITTEN	169.5K	2203021

- Here we see log write delay for every occurrence of a page being written to the GBP (application elapsed time went from <1 minute to > 8 minutes)



## Log Write I/O...

- The solution is to ensure there is enough room on the page for updated rows
  - Overflow records cause more getpages, increase elapsed time, degraded prefetch
  - PCTFREE (V10) and PCTFREE x% FOR UPDATE n% (v11)
  - Maybe even a larger page size (4k → 8k?)
- How do I know I am creating overflow records?
  - The near and far indirect references are tracked in the real time stats tables (REORGNEARINDREF)
  - Monitor the counts here before and after the application runs
  - Determine the percentage of rows overflowing and increase the free space on the pages by that amount

```
SELECT name,partition,(DEC(REORGNEARINDREF)+DEC(REORGFARINDREF))  
/DEC(TOTALROWS) AS OVERFLOW  
FROM SYSIBM.SYSTABLESPACESTATS  
WHERE TOTALROWS>0 and dbname = 'TEST15' and name= 'GLWSEMP'  
WITH UR;
```



## With Sync Receive and IDTHTOIN

- Customer was seeing batch jobs (utilities) timing out and missing their SLAs
  - Saw timeouts and had to manually cancel threads to let batch break in..
  - So did you see IDTHTOIN pop in the log, what about in the previous release?
    - 00D3003B in the log for threads that hit IDTHTOIN
- (DB2 11) - Now when idle thread timeout is hit DDF must issue TCPIP.DROP command to kill the socket associated with the thread
- If threads are remaining in the system longer than on DB2 10, and the idle threads are not being canceled (causing timeouts or contention with other processes), then MVS.VARY.TCPIP.DROP OPERCMDS missing
  - Get DSNL512I -111 RC = 77E800DC (EACCES/JRSAFNotAuthorized)
- Process is described in setting up DDF and UNIX system services section of the installation guide
  - [http://www-01.ibm.com/support/knowledgecenter/SSEPEK\\_11.0.0/com.ibm.db2z11.doc.inst/src/tpc/db2z\\_enableddf4uss.dita?lang=en](http://www-01.ibm.com/support/knowledgecenter/SSEPEK_11.0.0/com.ibm.db2z11.doc.inst/src/tpc/db2z_enableddf4uss.dita?lang=en)
- PI06325 – message DSNL512I is enhanced to show `socket=EZBNMIF4_DROPCON` to alert you that service failed
  - <http://www-01.ibm.com/support/docview.wss?uid=swg1PI06325>



# References

- Techdoc for V10 and V11 MEMU2 with spreadsheet
  - <http://www-03.ibm.com/support/techdocs/atsmastr.nsf/WebIndex/PRS5279>
- Subsystem and Transaction Monitoring and Tuning with DB2 11 for z/OS SG24-8182
  - <https://www.redbooks.ibm.com/Redbooks.nsf/RedbookAbstracts/sg248182.html?Open>
- RMF spreadsheet reporting tool
  - Link to download
    - <http://www-03.ibm.com/systems/z/os/zos/features/rmf/tools/>
  - InfoCenter link
    - <http://pic.dhe.ibm.com/infocenter/zos/v1r11/topic/com.ibm.zos.r11.erbb200/erbug91105.htm>
  - Redbook using RMF and the spreadsheet reporter
    - <http://www.redbooks.ibm.com/abstracts/sg246645.html>



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